SEGA™

PODS™

THE FUTURISTIC GAME OF LIGHT & SOUND!

(For 1 or More Players)

Pods is an interactive memory-building computer that uses lights and sounds to challenge players of all ages and skill levels. Pods includes seven different games divided into two levels—Beginner Games and Pro Games.

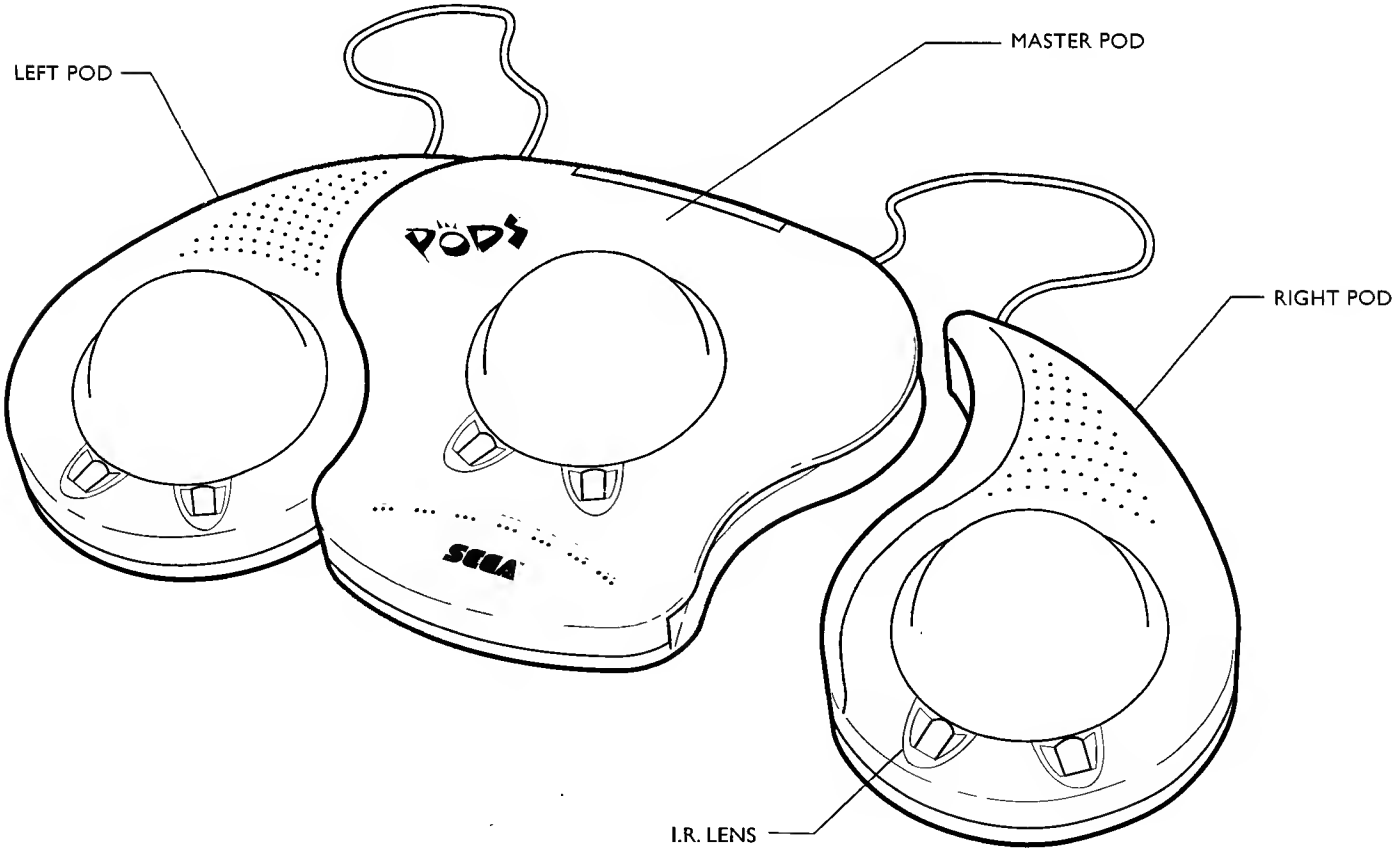

DIAGRAM 1—ASSEMBLY

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Setting up Pods

1. Remove Pods from the box and place on a flat surface.
2. Unscrew and remove the battery door at the back of the Master pod, and then insert six AA alkaline batteries (not supplied) as shown in Diagram 2. Make sure that the batteries are arranged according to the polarity markings on the under side of the Master pod. Replace door.

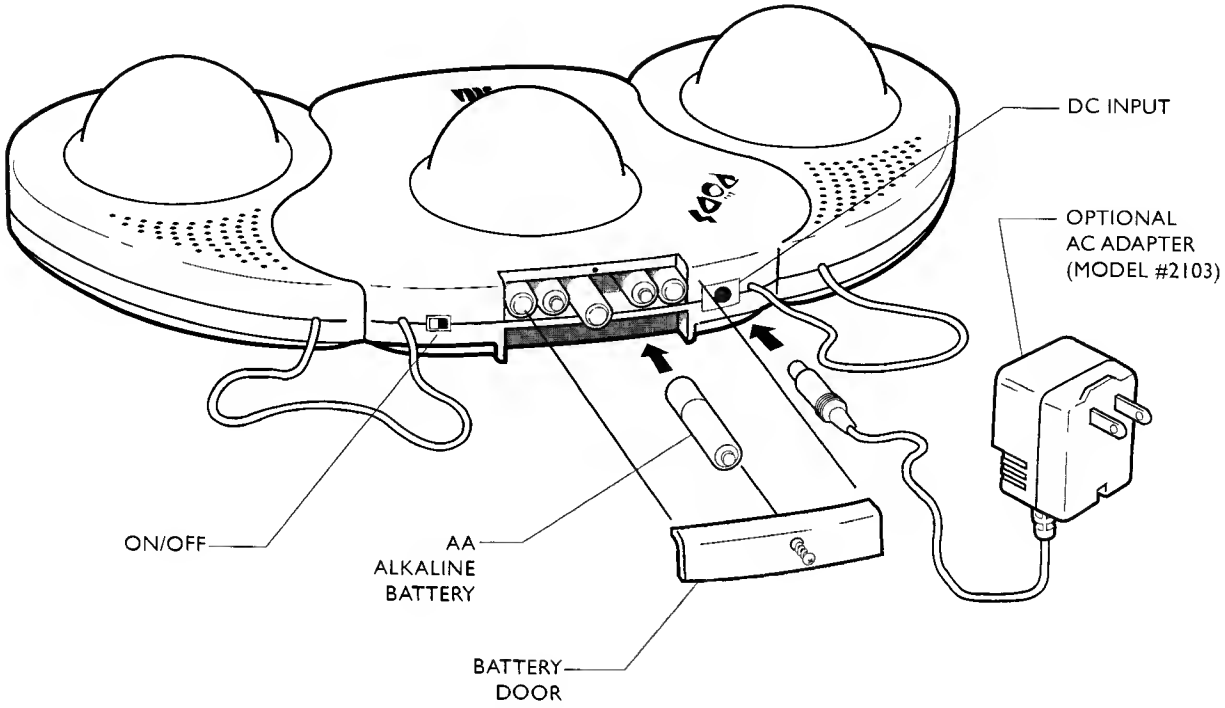

DIAGRAM 2—POWER UP

Optional Set-Up (AC Adapter)

An AC Adapter eliminates the need for batteries and provides for extended play, brighter lights, and combination moves (two lights at once) not available with batteries. Use the Sega Game Gear AC adapter (model #2103) or order one from Sega by calling 1-800-872-7342.

1. Plug the AC adapter into a wall outlet and then insert the adapter output plug into the DC input jack at the rear of the Master pod, as shown in Diagram 2.

Turning on Pods

1. Turn the ON/OFF switch at the back of the Master pod to the ON position
2. Pods runs through its *Invitation Sequence* of six lights and six distinctive sounds.
3. Next, Pods runs through its *Menu Sequence* by announcing "Game One" through "Game Seven."
4. The *Confirmation Sound* follows the *Menu Sequence*. Then Pods re-announces "Game One," and Game One begins. (See **Free Play** on page 7).

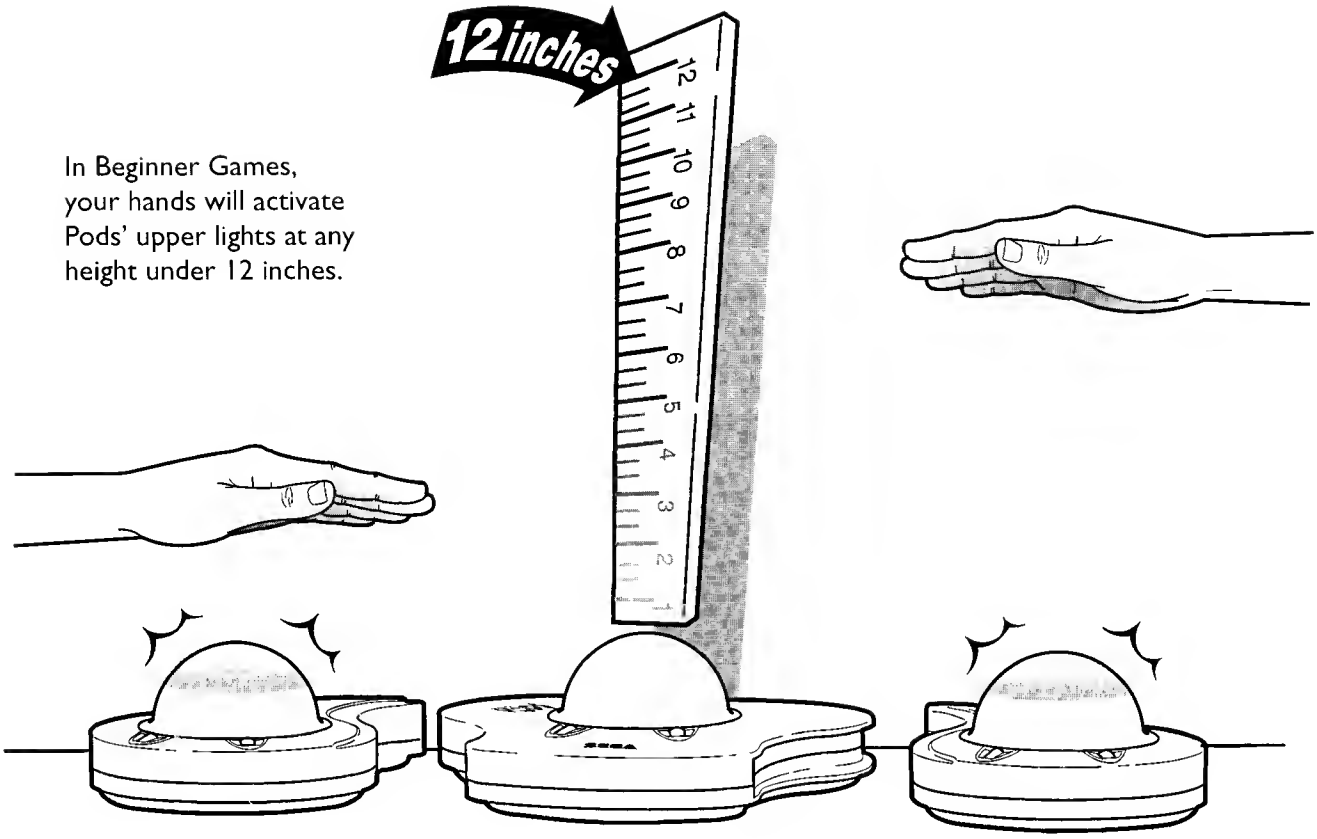

DIAGRAM 3—BEGINNER LEVEL

Developing your Pods Skills

1. Start with the **Beginner Games**. In the Beginner Games, only the upper lights are active. To control the game, quickly move your hand in and out between 1 and 12 inches above the appropriate pod to activate that pod. Think of it as a quick karate chop motion.
2. To develop your skills, experiment with Game 1 (Free Play). Then move on to Game 2 (Lightning I), where your memory comes into play. Next, you might want to try Game 6 (Speedo), which puts your reflexes to the test.
3. When you're comfortable with Beginner Games you'll want to move on to the **Pro Games**. In Pro Games, Pods distinguishes between high and low hand positions. To activate a lower light, your hand motion must take place between 1 and 6 inches above the pod. To activate a upper light, your hand motion must take place between 6 and 12 inches above the pod. (See Diagram 4.)
4. NOTE: Game 7 is excellent for a group of three.

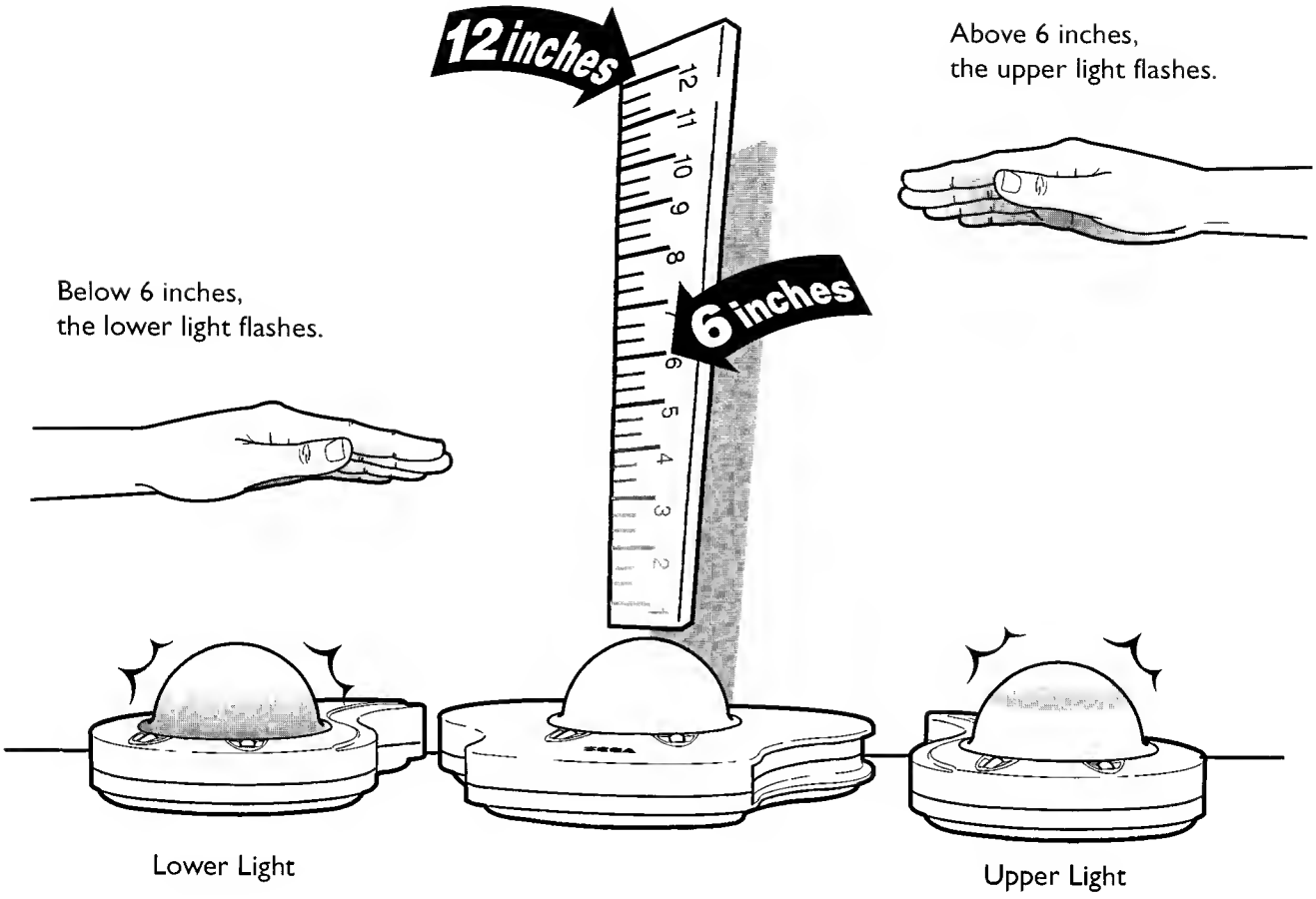

DIAGRAM 4—PRO LEVEL

Selecting Beginner and Pro Games

Beginner Games

1. To select a Beginner Game, place your hand over any pod during the *Menu Sequence* when the game you want to play is announced. For example, to start Game 3, put your hand over any pod when you hear "Game Three."
2. To reset Pods, use the *Reset Move*. Simply hold your hand above the Master pod for a few seconds until Pods returns to the *Invitation Sequence*.
3. Use the *Reset Move* whenever you want to change games.

Pro Games

1. To select Pro Games, use the *Magical Moves* shown in hand-position diagrams on the Master pod. (See Diagram 5.)
2. Each *Magical Move* diagram indicates a Pro Game, starting with Pro 1 on the far left and ending with Pro 7 on the far right. The three dots in each diagram represent the three pods. The lines above the dots represent the hand positions. The lines closest to the dots indicate hands in the low position, and the lines farthest from the dots indicate hands in the high position. (See Diagram 5 on page 6.)

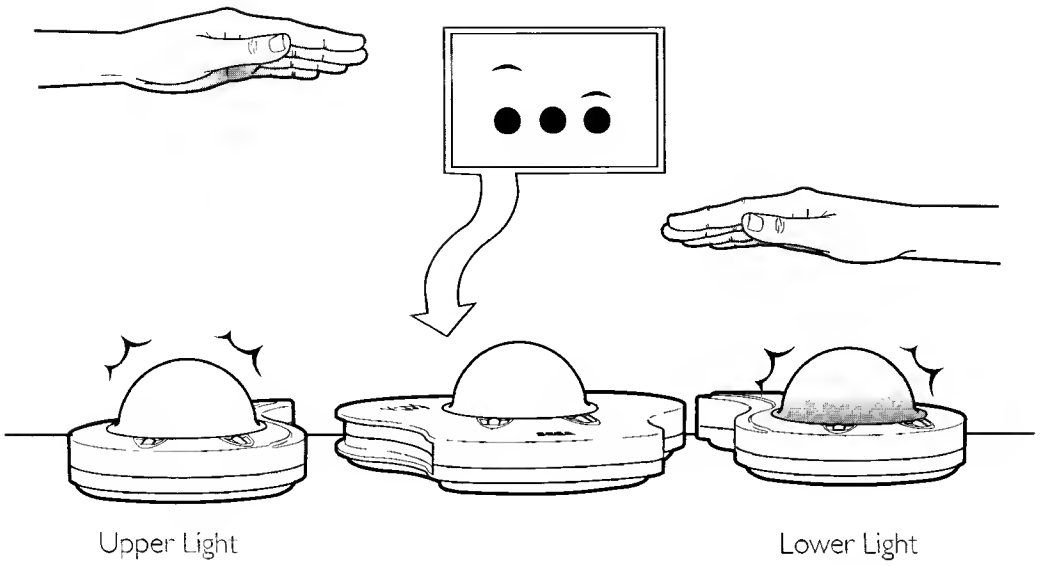

DIAGRAM 5—MAGICAL MOVE

3. To select a Pro Game, hold your hands in one of the *Magical Move* positions for about three seconds until you hear the *Confirmation Sound*. Pods announces the number of the Pro game you have selected.
4. Use a *Magical Move* during the *Invitation Sequence* to bypass the *Menu Sequence*.
5. When Pods is powered by an AC adapter, the *Magical Move* hand positions appear during the *Menu Sequence*.

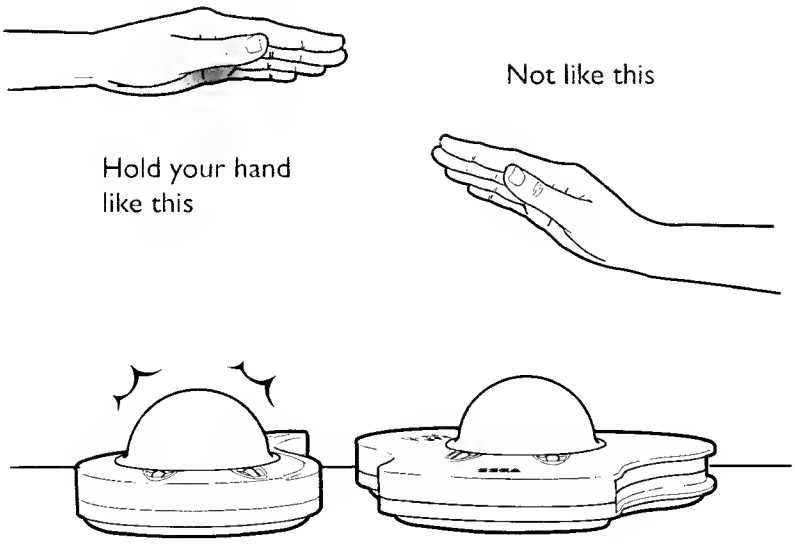

DIAGRAM 6—HOW TO FLASH THE LIGHTS

1. Always hold your hand level directly above the pod. A tilted hand can cause an inaccurate response.

Playing the Games

Game 1 is called Free Play. Experiment in Free Play to familiarize yourself with Pods. Games 2 through 7 require the players to follow random light sequences or to create and extend their own light sequences. *Master the Magic* of games 2-5 by successfully completing a pre-set number of moves and Pods will celebrate by playing the *Master the Magic Sequence*.

NOTE: If you're using an AC Adapter, Pods makes combination moves (two lights at once) not available with batteries.

Game 1 - Free Play

Game 1

1. The default game is called Free Play. Practice activating the lights and sounds with your hand(s).
2. Each pod emits an infra-red beam from its electronic lens. Break the beam with your hand (see Diagram 6) to turn on a pod light. Each pod light has its own distinctive sound effect.

Pro 1

1. Select the Pro game using the appropriate *Magical Move*.
2. Keep practicing until you get the Pods "feel." Try breaking low and high beams. You'll see that the best way to break the beams is to keep your hands level. (See Diagram 6.)
3. To break a beam, quickly move your hand directly above a pod and hold it there for a few moments. As soon as the light goes on, move your hand away. Think of it as a quick karate chop motion. A move at a low level (1 to 6 inches) will activate the lower light. A move at a high level (from6-12 inches) will activate the upper light .
4. Another way to activate a upper light is to hold your hand level about 15 inches directly above a pod and then move it downward until the upper light goes on.
5. To reactivate a pod, you must first withdraw your hand from the beam and then move it back over the pod again.

Game 2 - Lightning 1

Game 2

Follow the pattern that Pods magically makes with its sounds and lights.

1. Pods begins by flashing one of its lights. You then have 10 seconds to repeat the move.
2. When you correctly repeat the move, Pods repeats it again and then adds a new move. Then it's your turn.
3. If you don't repeat the sequence correctly, Pods makes a raspberry sound, and announces the current score. Then it replays the same sequence from the beginning.
4. A new sequence begins only if you re-start the game or *Master the Magic*.

Pro 2

1. Same as Beginner Game 2, except now both upper and lower lights are used.
2. Practice with Pro Game 1 if you are having problems with the upper and lower lights.

MASTER THE MAGIC: **Make 6 correct moves and Pods will play the *Master the Magic Sequence.***

Game 3 - Lightning II

Now that you have the hang of it, try to follow a sequence of 15 Pods moves.

Game 3

1. This game plays just like Game 2, except you need to make 15 correct moves to Master the Magic.
2. In this game, when you make a mistake, Pods repeats the pattern up to your last correct move so you don't have to start over at the beginning.
3. A new sequence begins if you re-start the game or *Master the Magic.*

Pro 3

1. Same as Game 3, except you use high and low level moves.
2. Practice with Pro Game 1 if you are having problems with the upper and lower lights.

MASTER THE MAGIC: **Make 15 correct moves and Pods will play the *Master the Magic Sequence.***

Game 4 - Lightning III

Now that you are a master at Lightning II, try to follow a sequence of 20 moves. You'll see that if you make a mistake this time, Pods is not so forgiving.

Game 4

1. Lightning III plays just like Lightning II, expect that now there are no second chances.
2. If you make a mistake, Lightning III gives you the raspberry sound, replays the last correct sequence, announces your final score, and then begins a new game with an entirely new sequence.

Pro 4

1. Same as Game 4, except now both upper and lower lights are used.
2. Practice with Pro Game 1 if you are having problems with the upper and lower lights.

MASTER THE MAGIC: **After 20 correct moves, Pods will play the *Master the Magic Sequence.***

Game 5 - Add-a-Beat

Add a Beat is ideal for head-to-head competition. Players take turns creating sequences for each other. Play continues until a player fails to repeat the sequence correctly.

Game 5

1. One Player starts by entering a move. When running on batteries, you can make a single move. If you are using a AC adapter, you can make combination moves (two lights at once) if you wish.

2. Pods repeats the move(s).
3. The next player repeats the move(s) and then adds a new move at the end of the sequence.
4. If a player makes a mistake, Pods makes the raspberry sound, announces the final score, and then a new game begins.

Pro 5

1. Same as Beginner Game 5, except now you may use both upper and lower lights.
2. Practice with Pro Game 1 if you are having problems with the upper and lower lights.

MASTER THE MAGIC: **Be the last one to successfully repeat the sequence.** (There is a limit of 30 moves in the sequence.)

Game 6 - Speedo

This game will test your reflexes.

Game 6

1. When a light flashes, quickly move your hand above the pod to break the invisible beam.
2. If you don't respond fast enough, or if you put your hands in the wrong position, Pods makes the raspberry sound and announces your score.
3. For the first 5 turns, you have 2 seconds to make the correct move before Pods makes the raspberry sound. After 5 turns, Pods begins to increase the speed, giving you less time to respond.

Pro 6

1. Same as Beginner Game 6, except now you use both upper and lower lights.
2. Practice with Pro 1 if you are having problems with the upper and lower lights.

MASTER THE MAGIC: **Try to get as high a score as possible.** (There is a maximum score of 59.)

Game 7 - Color Tag

Color Tag is ideal for 3 to 6 players.

Game 7

1. Each player chooses a pod or color.
2. When a player's pod flashes, the player must quickly move his or her hand into the pod's beam.
3. If a player misses, their light will no longer illuminate and the player is out of the game.
4. The speed increases as the game goes on, so that the players have to react faster and faster to put out their lights.
5. When there is only one player left, Pods flashes the winning player's pod and announces the final score.
6. If your using the AC adapter, Pods will sometimes call for teamwork. Two lights may flash at the same, and when that happens two players will then have to respond at the same time.

PRO 7

1. Same as Game 7, except now both upper and lower lights are used.
2. Each of the three players is responsible for both the upper and lower lights on their pod. You can play with 6 players, with each player responsible for one light on a pod.
3. Practice with Pro Game 1 if you are having problems with the upper and lower lights.

MASTER THE MAGIC: **Be the last one to successfully react fast enough to Pods' light flashes.** (There is a maximum score of 59.)

Scoring

A game ends when the player(s) completes all the required moves or makes a game-ending mistake. If a player make a mistake, Pods always flashes the move the player should have made. At the end of a game, Pods announces the score earned on that game. The game is then reset to the beginning, with Pods announcing the name of the game.

Changing Volume

You can raise and lower the volume (two levels, high/low) by holding your hands simultaneously over all three beams for about 3 seconds until you hear the *Confirmation Sound.*

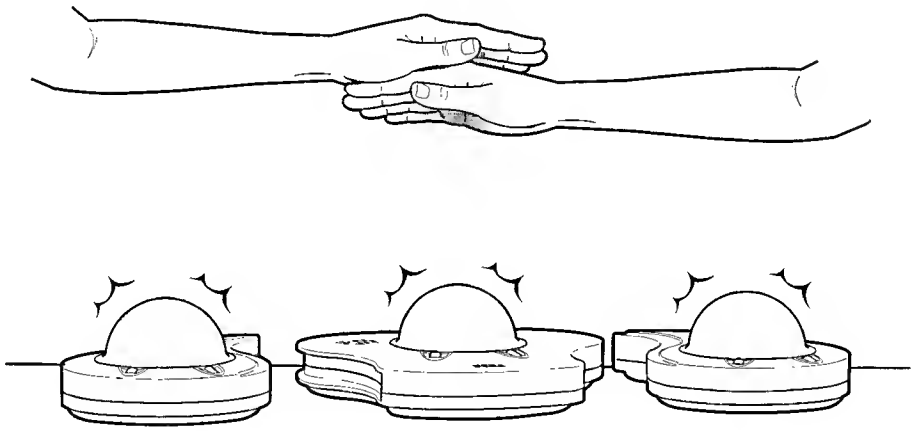

DIAGRAM 7—CHANGING VOLUME

Time-Out Mode

Pods enters *Time-Out Mode* when the game is left on with no one playing for two minutes.

In *Time-Out Mode*, Pods alerts the player(s) that the power is still on by repeating the *Invitation Sequence* once every minute.

To get out of *Time-Out Mode*, move your hand over any one of the pods. Pods will then return to the last game selected.

WARNING: If you are using batteries, do not leave Pods in the *Time-Out Mode* for an extended period of time.

Changing Bulbs

Pods uses six PR-12 bulbs, which are commonly used in flashlights. Obtain replacement bulbs wherever flashlight bulbs are sold.

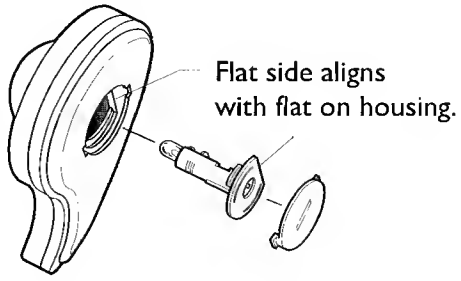

DIAGRAM 8—BULB ASSEMBLY

1. Insert a coin in the door slot.
2. Rotate the door 1/2 turn and remove.
3. Remove the bulb housing.
4. Remove the old bulb from the pinch clip and insert a new bulb. Be sure the base of the bulb is touching the metal contact.
5. To return the bulb housing to the pod, align the flat flange area with the housing flat and then replace the door.

Maintenance and Troubleshooting

1. Clean Pods and lenses regularly with a damp paper towel.
2. Operate Pods at least two feet away from nearby walls.
3. Move Pods to a new location if it doesn't appear to be responding properly.
4. Do not operate Pods directly beneath a shelf or any obstruction that is less than two feet above Pods.
5. Do not operate Pods in direct sunlight.
6. Do not play Pods near or beneath highly reflective surfaces, such as mirrors.
7. If Pods does not appear to be working properly, check the following: **a)** batteries need replacement **b)** battery door not tight **c)** AC adapter not plugged in **d)** batteries inserted incorrectly **e)** light bulbs need replacement **f)** light bulbs inserted incorrectly **g)** are you using alkaline batteries?

Technical Specifications

Batteries—6 AA
Bulbs—6 PR-12 Bulbs
9V AC Adapter—Game Gear P/N 2103
(To order adapter, call 1-800-USA-SEGA (1-800-872-7342) or see your Sega retailer.)

LIMITED WARRANTY

Sega of America, Inc. warrants to the original consumer purchaser that Pods shall be free from defects in material and workmanship for a period of 90 days (parts and labor) from the date of purchase. If the defect covered by this limited warranty occurs during this 90-day warranty period, Sega will, upon proof of purchase, repair or replace the defective unit, at its option, free of charge. This limited warranty does not apply if the defect has been caused by negligence, accident, or unreasonable use, modification, tampering or any other causes bit related to defective materials or workmanship.

Please retain your dated sales receipt (photocopies are acceptable) to easily establish the date of purchase for in-warranty repairs.

To receive warranty service, call Sega's Service Center at: 1-800-USA-SEGA (1-800-872-7342)

DO NOT RETURN PODS TO YOUR RETAIL SELLER. Return the unit to Sega's Service Center. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning the defective cartridge to us. The cost of returning the unit to Sega's Service Center shall be paid by the purchaser.

REPAIRS AFTER EXPIRATION OF WARRANTY

If Pods requires repair after termination of the 90-day limited warranty period, you may contact Sega's Service Center at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective unit, freight prepaid and insured against loss or damage, to Sega's Service Center with the enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that the unit cannot be repaired, it will be returned to you and your payment will be refunded.

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